SIMMONS
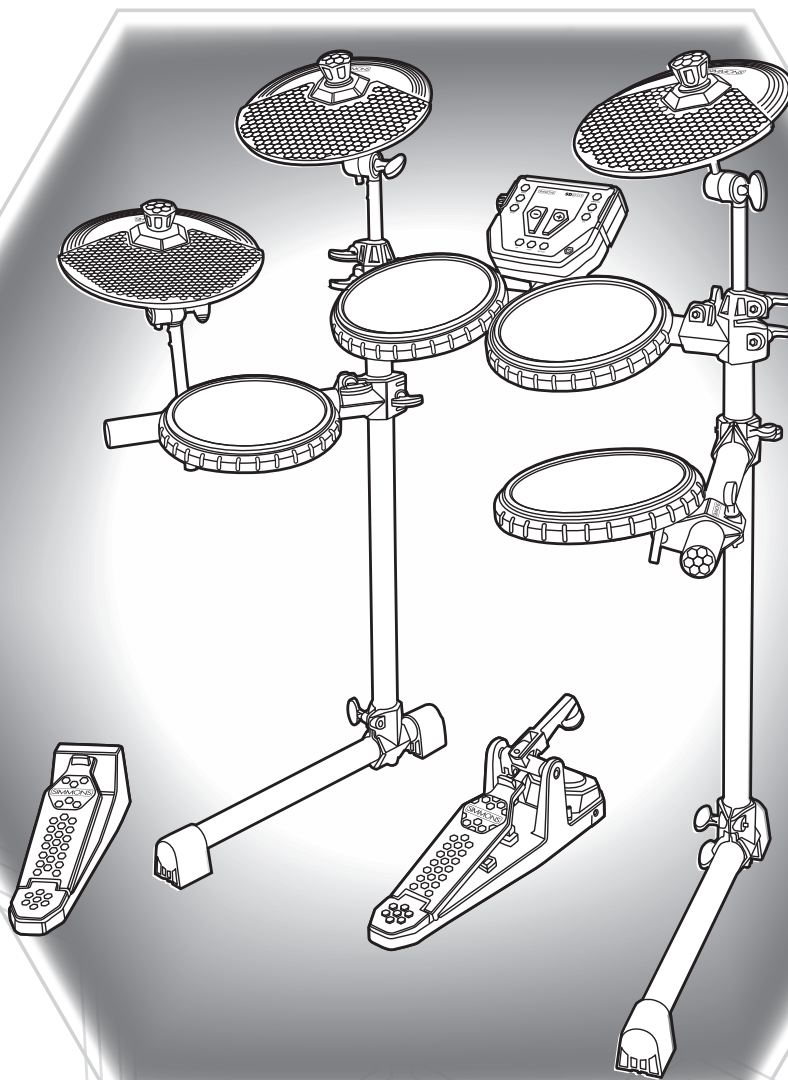
The first name in electronic drums.

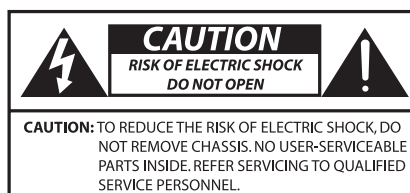# SD300KIT

Electronic Drum Kit

OWNER'S MANUAL

www.SimmonsDrums.net

SAFETY INSTRUCTIONS

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE CHASSIS. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

AVIS: RISQUE DE CHOC ELECTRIQUE-NE PAS OUVRIR.

THE LIGHTNING FLASH WITH ARROWHEAD SYMBOL WITHIN AN EQUILATERAL TRIANGLE IS INTENDED TO ALERT THE USER TO THE PRESENCE OF UNINSULATED DANGEROUS VOLTAGE WITHIN THE PRODUCT'S ENCLOSURE THAT MAY BE OF SUFFICIENT MAGNITUDE TO CONSTITUTE A RISK OF ELECTRIC SHOCK TO PERSONS.

THE EXCLAMATION POINT WITHIN AN EQUILATERAL TRIANGLE IS INTENDED TO ALERT THE USER TO THE PRESENCE OF IMPORTANT OPERATING AND MAINTENANCE (SERVICING) INSTRUCTIONS IN THE LITERATURE ACCOMPANYING THE PRODUCT.

APPARATUS SHALL NOT BE EXPOSED TO DRIPPING OR SPLASHING AND THAT NO OBJECTS FILLED WITH LIQUIDS, SUCH AS VASES, SHALL BE PLACED ON THE APPARATUS.

1) Read these instructions.

2) Keep these instructions.

3) Heed all warnings.

4) Follow all instructions.

5) Do not use this apparatus near water.

6) Clean only with dry cloth.

7) Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.

8) Do not install near the heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety, if the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10) Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

11) Only use attachments/accessories specified by the manufacturer.

12) Unplug this apparatus during lightning storms or when unused for a long periods of time.

13) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

CAUTION: Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.

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TABLE OF CONTENTS

SIMMONS
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FEATURES

SD300 Sound Module General Features

Polyphony
Voices - 32

Sounds
Drum Voices - 170
Keyboard Voice - 19
Drum Kits - 10 Preset / 1 User
Songs - 10 Preset / 1 User

Effects
Reverb - Hall1, Hall2, Room1, Room2, Room3, Stage1, Stage2, Plate, Delay, Echo.
Chorus - Chorus1, Chorus2, Chorus3, Chorus4, ChorusFB, Short Delay, Short Delay FB, Flanger2, Flanger3, Celeste1, Celeste2, Celeste3.

Trigger Inputs
1 x Kick, Single Zone
1 x Snare, Single Zone
3 x Toms, Single Zone
1 x Hi-Hat, Single Zone
1 x Ride, Single Zone
1 x Crash, Single Zone

Hardware
Drum Rack and Mounts
Kick pedal / Trigger Module
Hi-Hat pedal
8" Single Zone Snare Pad
8" Single Zone Tom Pads
10" Single Zone Hi-Hat Cymbal Pad
10" Single Zone Crash Cymbal Pad
10" Single Zone Ride Cymbal Pad

External Connections
$1/8$" Headphone Output
2 - $1/4$" Master Outputs
$1/8$" Stereo Aux Input
USB Connection for MIDI via computer

Sequencer
Preset Songs - 10
User Songs - 1
Tempo - 20-240 BPM
Click/Metronome - Click Voice,
Time Signature, Tempo, Interval, Volume

Power: 9v, 600ma
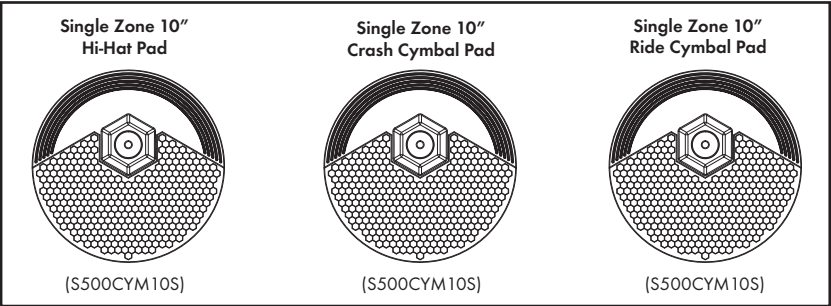Dimensions: 37"(H) x 27"(W) x 10"(L)
Weight: 37 lbs / 16.78 kg

SIMMONS
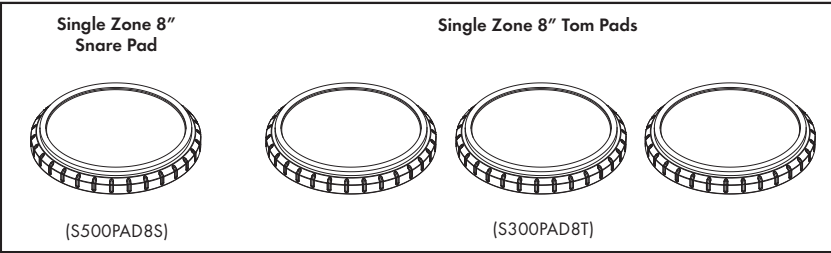The first name in electronic drums.

ASSEMBLING YOUR KIT

Inside this package - SD300 pads and hardware

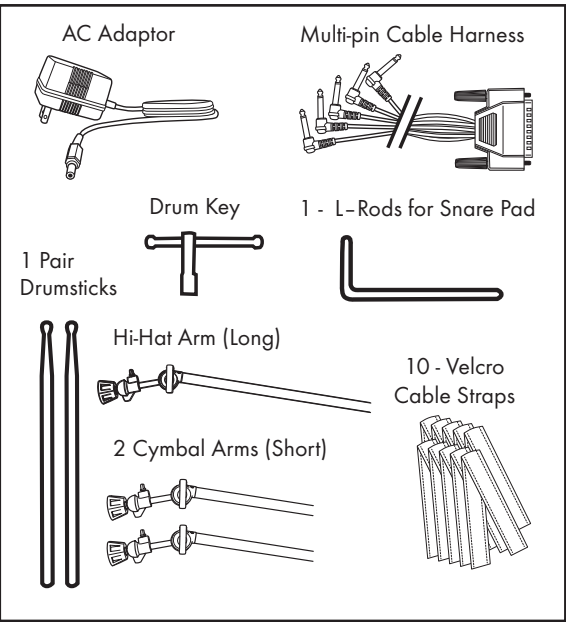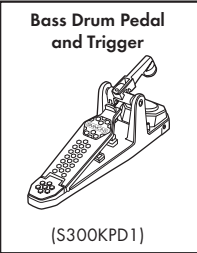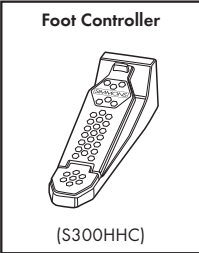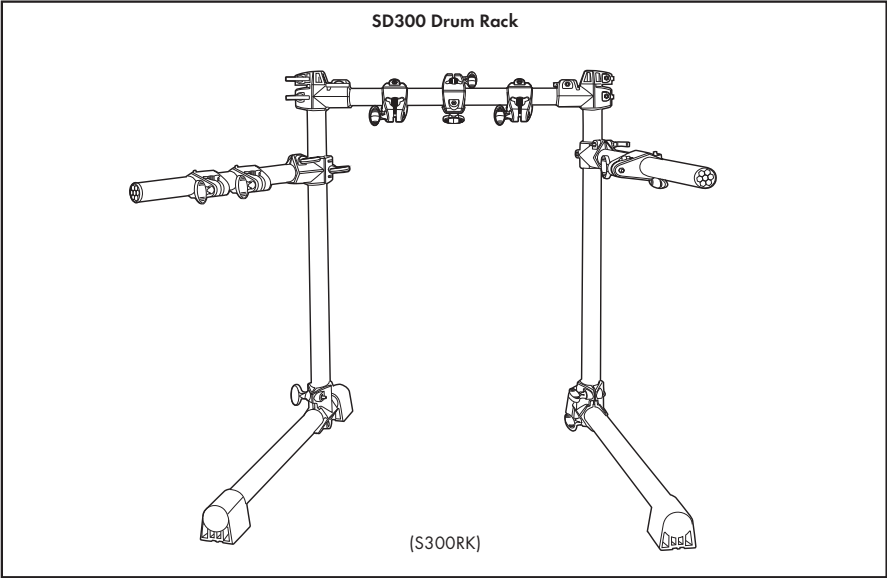Before assembly, please make sure that all the items listed below are present.

Cymbals

Single Zone 10"
Hi-Hat Pad

Single Zone 10"
Crash Cymbal Pad

Single Zone 10"
Ride Cymbal Pad

(S500CYM10S)   (S500CYM10S)   (S500CYM10S)

Drum Pads

Single Zone 8"
Snare Pad

Single Zone 8" Tom Pads

(S500PAD8S)   (S300PAD8T)

Accessories

AC Adaptor   Multi-pin Cable Harness

Drum Key   1 - L–Rods for Snare Pad

1 Pair
Drumsticks

Hi-Hat Arm (Long)

10 - Velcro
Cable Straps

2 Cymbal Arms (Short)

Kick Pedal

Bass Drum Pedal
and Trigger

(S300KPD1)

Hi-Hat Pedal

Foot Controller

(S300HHC)

Drum Rack

SD300 Drum Rack

(S300RK)

Drum Module

(SD300DSM)

User Manual

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SD300KIT

Electronic Drum Kit
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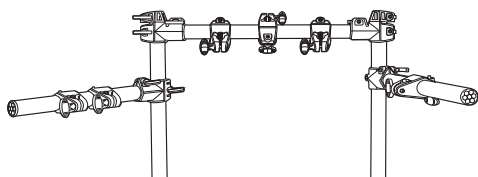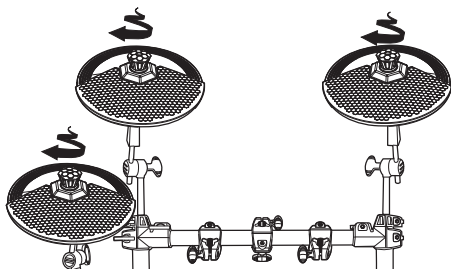
ASSEMBLING YOUR KIT

Step 1 - Drum Rack

The Drum rack will be fully assembled in the box.

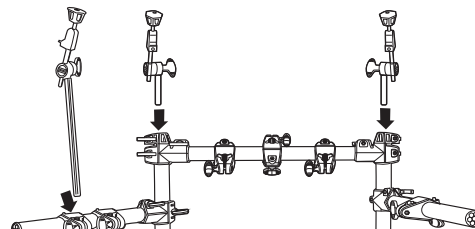Remove the drum rack from the box and tighten the connecting clamps until the kit is stable.

Step 2 - Attach Cymbal Arms

Insert each cymbal arm into the rack clamp. Insert (Long) hi-hat arm on the left-side rack arm's cymbal clamp.

Step 3 - Attach Cymbal Pads

Remove wing nuts from cymbal tilters. Place cymbal pads on tilter assembly. Re-attach and tighten wing nuts.

Step 4 - Attach Drum Module

Loosen wing screw on the module mount located on the crossbar. Place drum module into drum clamp. Tighten wing screw to secure module.
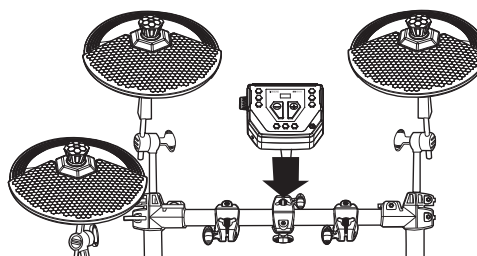
Step 5 - Position Pedals & Attach Drum Pads

Place the hi-hat pedal on the floor and to the left, as illustrated below. Place the bass pedal on the floor in the center of the rack as illustrated.

Loosen the wing screws on the drum mount clamps on the center crossbar and the right side rack arm. Place the tom pads into the mounts and tighten the wing screws.

Place the L arm into the drum mount clamp on the left side rack arm (next to the Hi Hat). Slide the snare pad onto the L arm and tighten the wing screw.
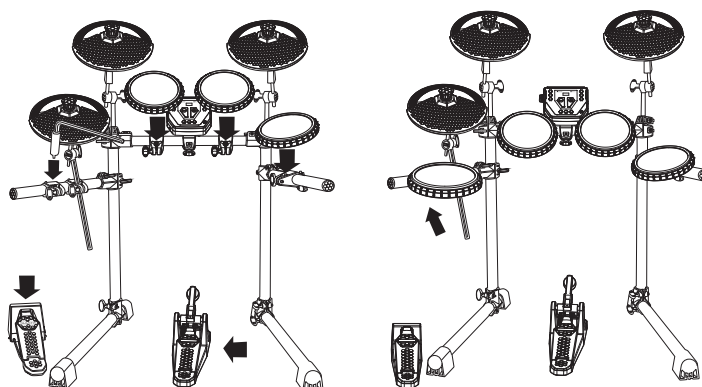
Step 6 - Connect Module to the Pads

Using the provided cables, connect the ¼" jacks to the corresponding drum pads, cymbal pads and kick pad. (Cables are marked accordingly). The pin connection will attach to the serial port of the sound module. Assembly complete.👌

NOTE: *The voice of the hi-hat pad is controlled by the hi-hat pedal. Similar to a real drum kit, the hi-hat pad functions as an 'open hi-hat' when the pedal is released. When the pedal is pressed down, it functions as a 'closed hi-hat'. Use cable strips to retain cable to rack.*

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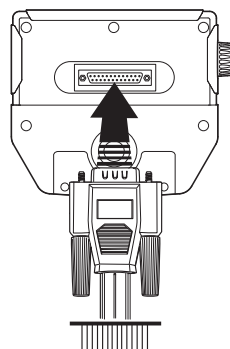
CONNECTIONS

CAUTION!
To prevent electric shock and damage to the device, make sure the power is switched OFF on the sound module and all related devices before making any connection.

Connecting the Pads

From Sound Module to 7 Pads

Cymbal Pads

Drum Pads

To Crash

Sound Module

To Ride

To Tom 1

To Tom 2

To Tom 3

To Hi-Hat

To Snare

To Hi-Hat Control

To Kick
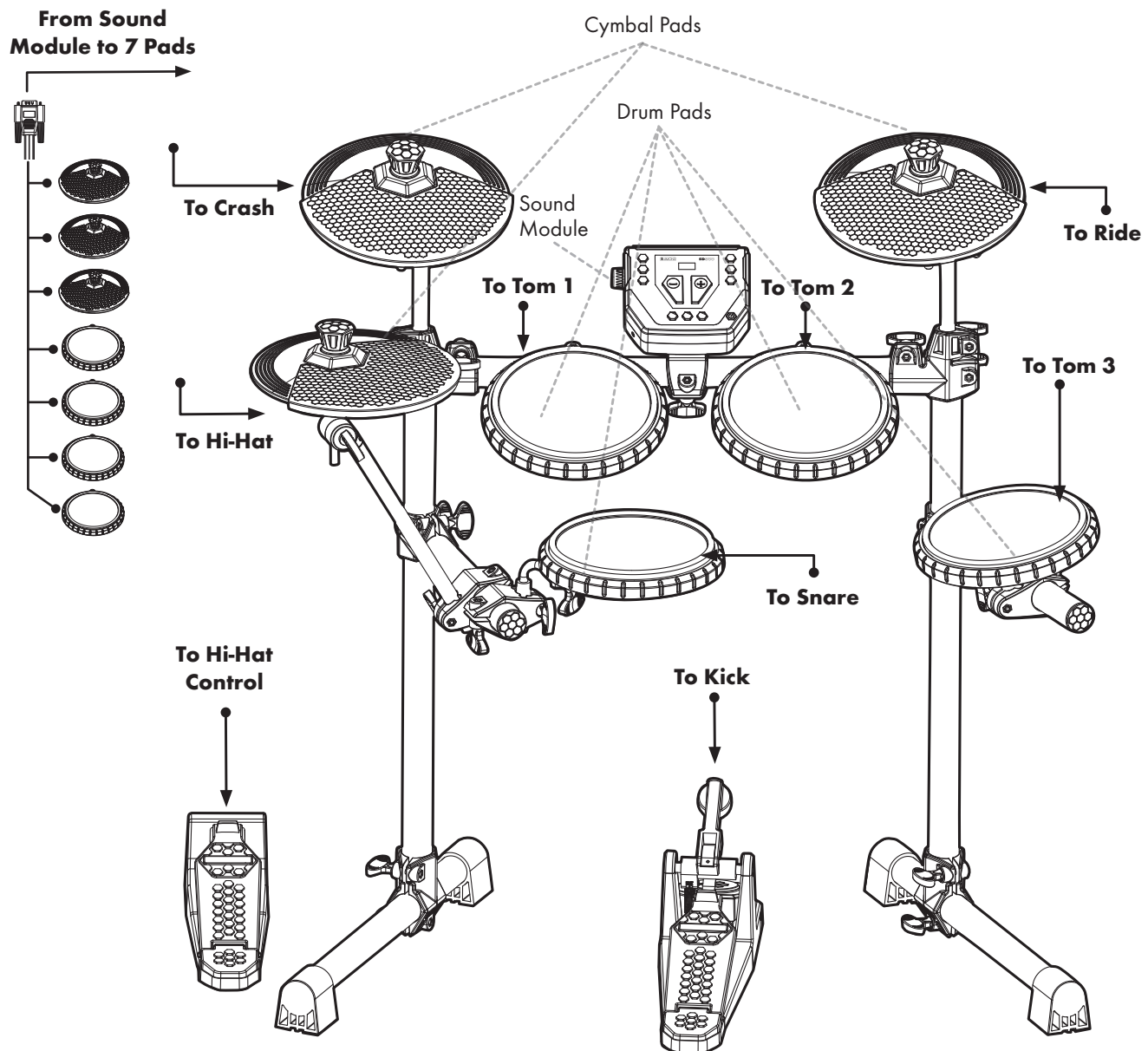
See Appendix for Pad, Triggers, Name and MIDI chart.

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CONNECTIONS

Connecting the Power Supply

Connect the AC power adapter to a wall socket as shown in this illustration.

AC Power Socket
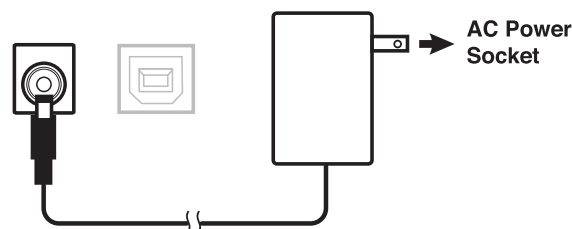
Connecting External Audio Devices

The audio output from an external source can be connected to the AUX INPUT jack on the rear panel and mixed with the sound of the drum module. This is ideal if you want to play along with songs or follow an audio drum tutorial.

The volume of the external signal is controlled on that device.

AUDIO DEVICE

OUTPUT

AUX INPUT

R   L/MONO

Connecting USB MIDI

Your drum module is USB class-compliant. This means you can plug it into a USB class compliant host (such as most modern MAC and PC computers as well as many tablet devices), and it should be recognized immediately. There are no drivers to install; simply plug n' play.

If you connect the drum module to a computer, you can trigger software programs or record your performance into a MIDI sequencing application. Check the operation and setup instructions for the software you intend to use for more details.

USB cable not included.

9V   USB
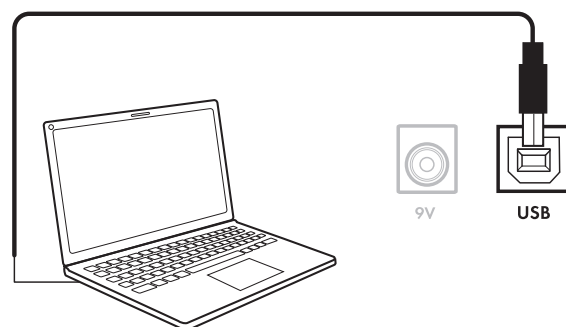
Connecting Headphones

Your headphones can be connected to the SD300KIT. The headphone jack is located on the front left side of module. Use the MASTER VOLUME knob to adjust the headphone volume.

HEADPHONE OUT

SIMMONS
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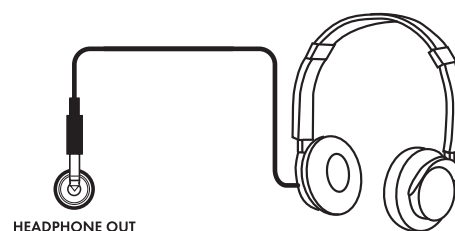
PANEL CONTROLS

Top Panel

1. **[VOLUME] Knob**

2. **[SONG] Button**
   Access to song mode.

3. **[START] Button**
   Plays the selected song.

4. **[MUTE] Button**
   Mutes the drum part of selected song.

5. **[TEMPO/TAP] Button**
   Adjusts the tempo of songs and click.

6. **[CLICK] Button**
   Turns the Click/Metronome
   function ON/OFF.

7. **[UTILITY] Button**
   Access to utility functions.

8. **[- /+] Buttons**
   Adjusts the current parameter on the screen.

9. **[KIT] Button**
   Access to kit mode.

10. **[VOICE] Button**
    Selects voice.

11. **[RECORD/PLAY] Button**
    Access to record mode.

12. **[POWER] Button**
    Press and release to power ON or OFF.

13. **Headphone Output**
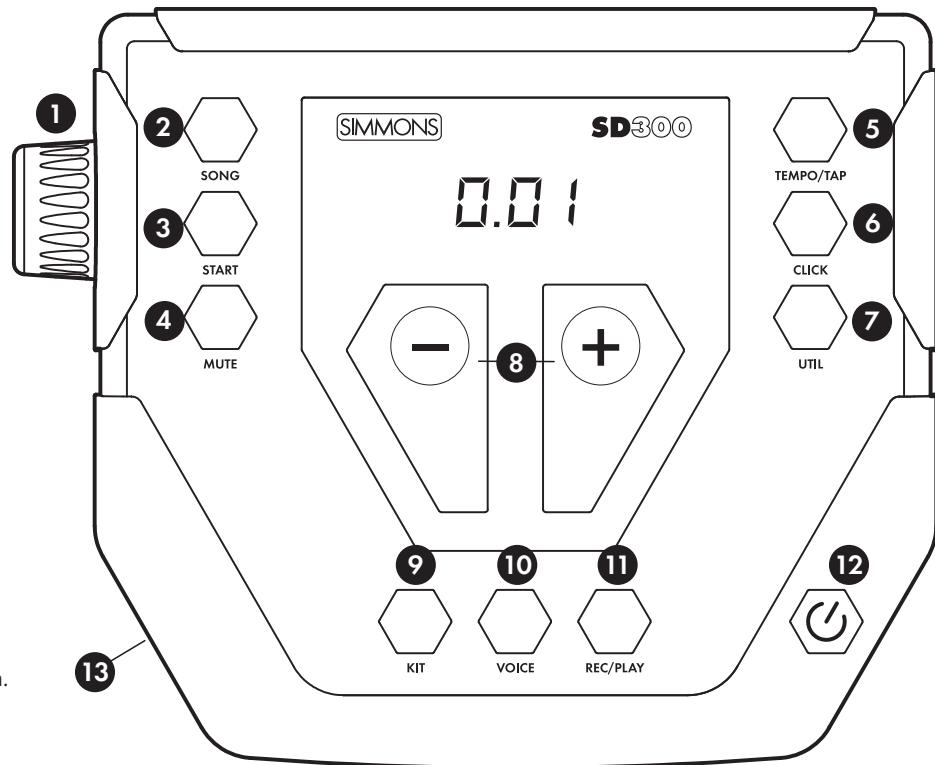
LED Display

The LED indicates the SONG, PAD or KIT status. When SONG is selected, the song number appears in the display. When PAD is selected, the pad name such as Snare, Crash, and Tom, etc. will appear. Press the KIT button and the drum kit number will be displayed on the LED.

KIT mode
PAD mode
SONG mode

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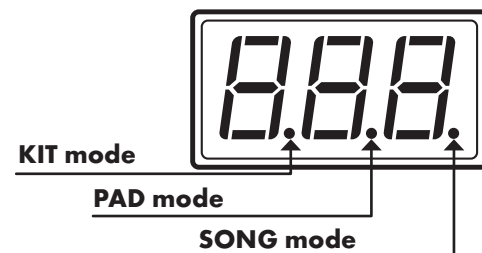
PANEL CONTROLS

Rear Panel
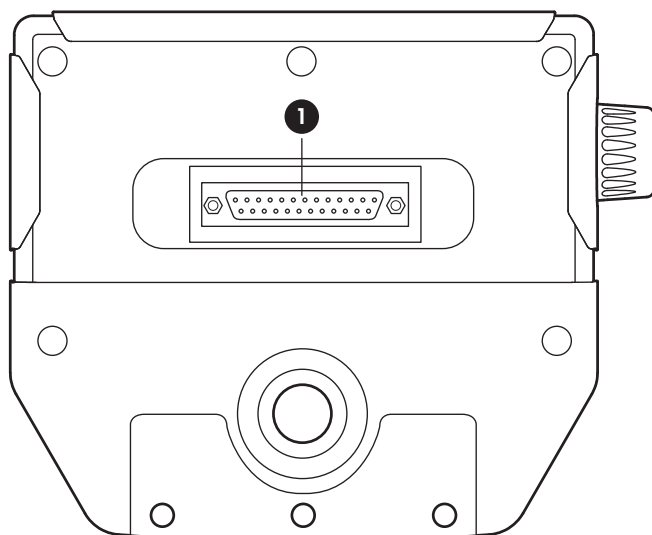
① **Serial Connection Jack**
Control cable connects the pads and the pedals to the module.

Back Panel
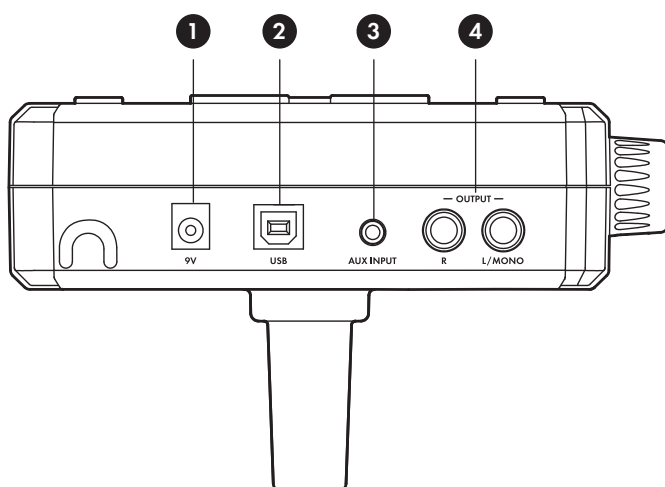
① **AC Adapter Input**
Connection for the 9V DC power adapter.

② **USB Port**
Used for connecting the SD300 module to a computer.

③ **AUX Input**
Stereo $\frac{1}{8}''$ jack to connect external audio devices to module.

④ **Output**
$\frac{1}{4}''$ stereo audio outputs to connect to external audio sources.

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GETTING STARTED

Switching the Power On

1. Connect the AC Adapter to the drum module.

2. Press the power switch on the front panel to turn on the module.

Note: *There is an automatic power off function that turns off the module when the kit is not being used for a certain period of time. The default setting is Always ON. You can change this setting by holding down the [KIT] button for two seconds. This will disable the auto power off function. Press and hold the [KIT] button again to switch it back on.*
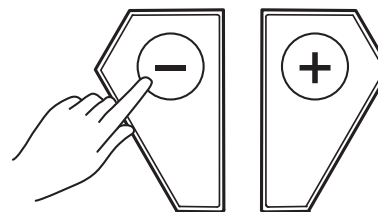
Basic Operation and Navigation

Selecting Modes
There are 3 main modes for the module KIT, SONG and UTILTY. To enter these modes press the corresponding buttons on the top panel of the module.
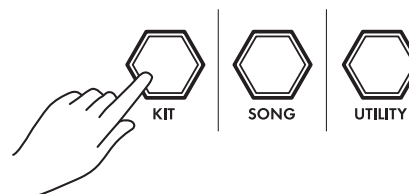
Adjusting Values

1. Select the parameter to be adjusted.

2. Adjust the value using [-] / [+] buttons.

Listening to the Demo Song

The demo song helps to show you the capabilities and sounds of the SD300KIT module. There is one demo in the module. The demo song is a medley that has several patterns combined to show the different genres of music that the module can play.

1. Press the [SONG] button to enter Song Mode. Use the [-] / [+] buttons to select song d-1.

2. Press the [START] button to start or stop the demo.

3. After stopping the demo, press any of the Mode buttons (KIT, SONG or UTILITY) to exit the Demo Mode.

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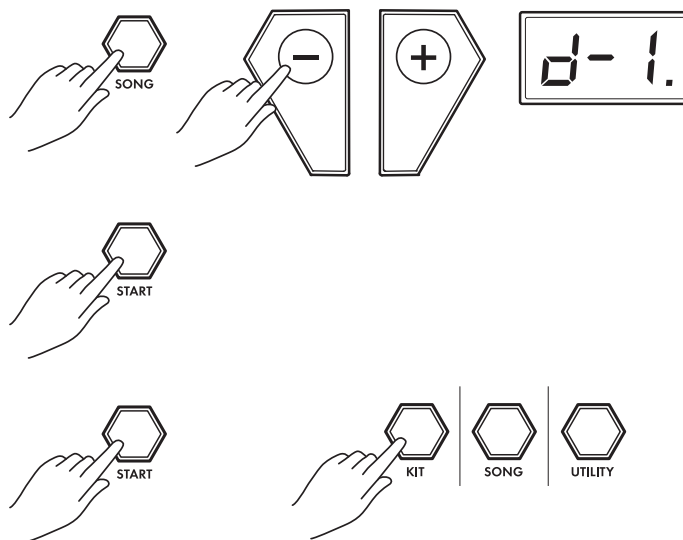
GETTING STARTED

Selecting a Kit

Entering KIT Mode

1. Press the [KIT] button. The LCD displays the current Kit number.

2. Press the [–] / [+] buttons to select a preset or user kit.
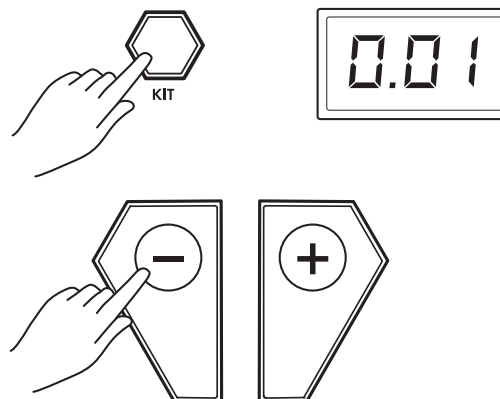
Selecting a Song

1. Press the [SONG] button. The LCD displays the current Song Number.

2. Press the [–] / [+] buttons to select the song you want to play.
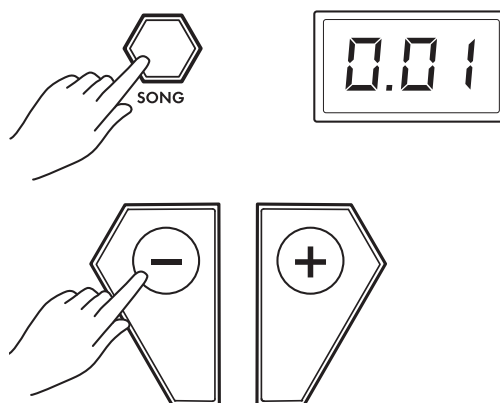
Playing a Song

1. Press [START] to play a song.

2. Press the [START] button again to stop playback of the song.

NOTE: *You can temporarily change the tempo of a song while playback is in progress by using the [TEMPO/TAP] and [–] / [+] buttons. The song returns to its default tempo when a different song is selected.*
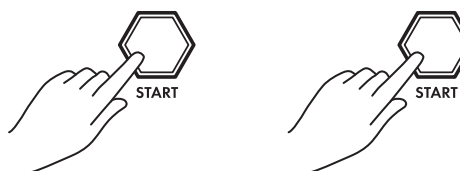
Muting the Drum Part

1. While a Song is playing press the [MUTE] button. This will mute the drum sound. The screen will show the mute status "On" or "Off"

2. To unmute the Drums press the [MUTE] button again.

12
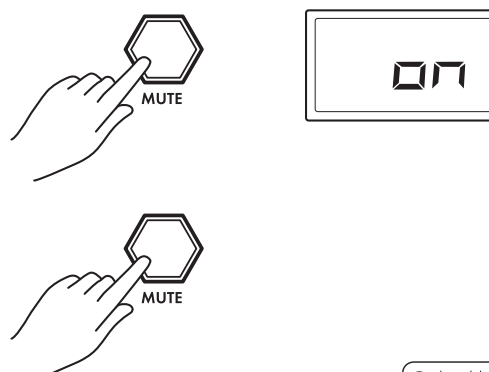
ADVANCED OPERATIONS

Kit Mode

Editing a Kit

The drum kits of the module can be modified from the factory presets. However to save them you will have to save them to User memory locations. See the steps below on how to change the parameters for each pad input.

1. Press the [KIT] button.

2. Press the [Voice] button to see the current voice - the default is the Snare pad.

3. Strike a drum pad to view the Voice currently assigned.

4. Press the [-] / [+] buttons to change the assigned voice.

5. Press the [REC/PLAY] button to save the assignment to a User Kit.
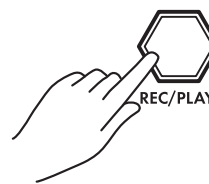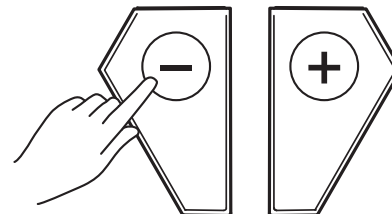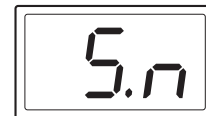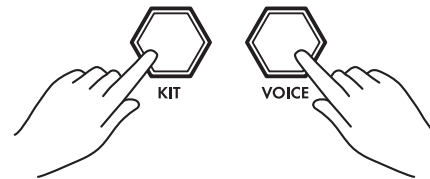
Recording a Song

Recording

Press and hold the [REC/PLAY] button for 2 seconds. Recording will start after you hear one bar of metronome hits.

Press [REC/PLAY] button again to stop recording. After you have stopped recording, press the [REC/PLAY] button to play back your recording. Press the [REC/PLAY] button again to stop playback.
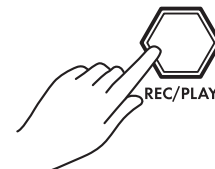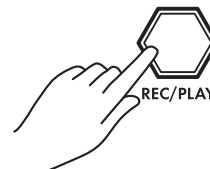
ADVANCED OPERATIONS

Click/Metronome

Click Settings

The Click is the metronome. The click can be played during a song in song mode or on its own.

Press [CLICK] button to start and stop the metronome.

1. To edit the Click settings press and hold the [CLICK] button for 2 seconds

2. The first parameter is the time signature

3. Press the [-] / [+] buttons to select the time signature that you want.

4. To adjust the tempo of the click press the [TEMPO/TAP] button and use the [-] / [+] buttons to adjust.

5. You can also adjust the tempo by using the "TAP" function. Press and hold the [TEMPO/TAP] button. The LED screen will flash the current tempo. Strike Tom1 2-4 times consecutively to set the desired "TAP" tempo.
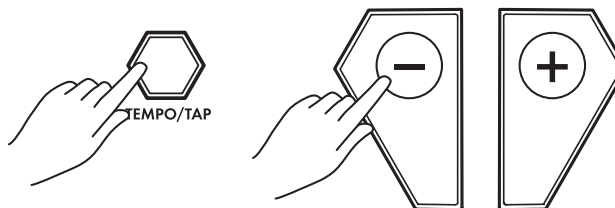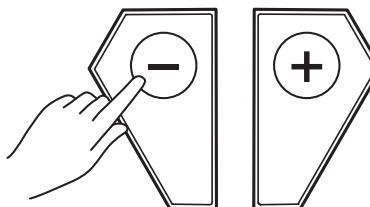
Utility Mode

The Utility mode is for the main functions of the module such as trigger setup for the pads, effects, MIDI setup and saving global settings.

Trigger Settings

You can set the parameters of each drum and cymbal pad in the Trigger menu. While editing the settings, you can select each trigger by hitting the corresponding trigger pad.

1. Press the [UTIL] button.

2. Strike the drum pad you want to edit to view the setting currently assigned

3. To recover factory settings perform the factory reset. (See page 16)

4. Press the [-] / [+] buttons to change the parameter setting.

5. To get to the next parameter press the [UTIL] button. See page 15 for a list of parameters and their descriptions.

6. After completing your settings Press the [REC/PLAY] button to save them.

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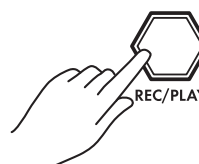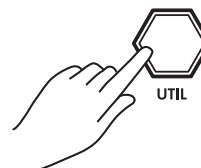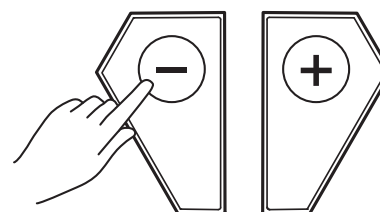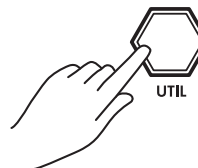
ADVANCED OPERATIONS

Parameter definitions

Retrig-C (Retrigger cancel)

Retrigger Cancel prevents retriggering from occurring. Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the drums is played fast (roll etc.). Set this to the lowest value possible while still ensuring that there is no retriggering.

Threshold

This setting allows a trigger signal to be received only when the pad is struck harder than a specified force. This can be used to prevent a pad from sounding in response to peripheral vibrations from another pad.

Curve (Trigger curve)

This setting allows you to control the relation between the velocity (striking force) and changes in volume (the dynamic curve.) Adjust this curve until the response feels as natural as possible.

X- Talk (Pad Crosstalk)

When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally, this is called crosstalk. You can avoid this problem by adjusting Crosstalk Cancel on the pad that is sounding inadvertently. If the value is set too high, then when two pads are played simultaneously, the one that is struck less forcefully will not sound. Setting the value too low may result in crosstalk.

MIDI Settings

Pad MIDI Note assignments

The MIDI output notes from the SD300KIT are preset in the module. The following list has the MIDI notes that are sent from the module when the drum pads and pedals are played.

For more details on MIDI functionality please see the MIDI Implementation Chart in the Appendix section of the manual.

MIDI Note	Pad
36	Kick
38	Snare – Center
48	Tom 1
45	Tom 2
43	Tom 3
46	Hi Hat – Open
42	Hi Hat – Closed
44	Hi Hat – Pedal
49	Crash
51	Ride

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The first name in electronic drums.

ADVANCED OPERATIONS

Factory Reset

There may be occasions where you want the module to return to the factory settings. This function will return the module back to factory setup.

To Reset the Module to Factory Setup

1. Power off the module

2. Press and hold the [-] / [+] buttons while simultaneously turning the pressing and holding the power button.

*There are two types of resets. Utility reset just resets the module settings. Reset All will reset all the sounds as well as the module settings.
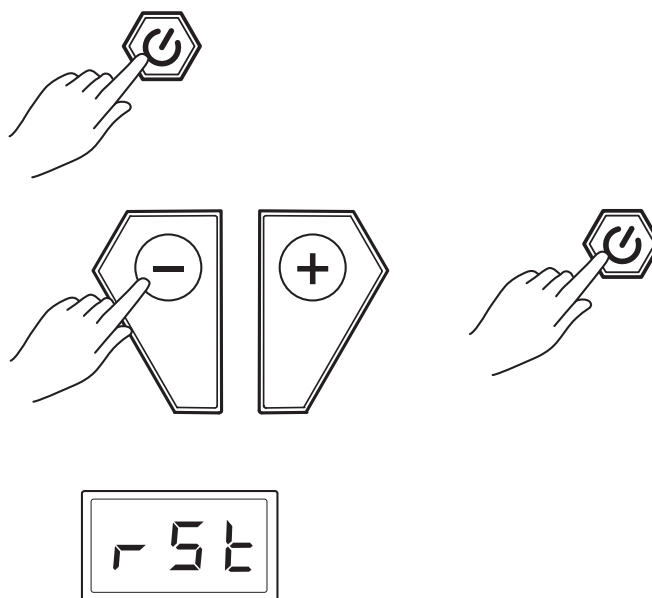
DRUM KIT PRESETS

Preset Drum Kit List

Kit #	Kit Name
Kit 1	Maple
Kit 2	Funk 1
Kit 3	Studio
Kit 4	Hip Hop
Kit 5	Metal
Kit 6	Simmons
Kit 7	Jazz
Kit 8	Latin Percussion
Kit 9	LA Funk Rock
Kit 10	Techno
Kit 11	User Kit

Song Style List

Style #	Style Name
d–1	Demo Song
01	Bonz Beat
02	Blues Beat
03	Black Magic
04	Alt Rock
05	Funky Strut
06	Hip Hop
07	Funky D
08	Tech Step
09	Metalhead
10	Jazz Walk

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DRUM KIT PRESETS

Drum Sound List

KICK
BD_Maple
BD_HeavyMetal
BD_Jazz
BD_LAFunkRock
BD_Metal
BD_MetalGuitar-Kick
BD_Studio
BD_Thickick
BD_Vintage
EDRM_BD-HipHopcp1
EDRM_BD-Techno1Cp
EDRM_BD808Kick
BD_Banzai_Kick
BD_WahKick
BD_PunchKick

SNARE
SD_Aluminum_Center
SD_Aluminum_CS
SD_Aluminum_RS
SD_BellBrass_center
SD_BellBrass_CS
SD_BellBrass_RS
SD_Brass_RS
SD_Brass-center
SD_Brass-CS
SD_BrushSnare-center
SD_BrushSnare-Rim
SD_DeepBrass-Center
SD_DeepBrass-CS
SD_DeepBrass-RS
SD_Funk1_CenterA
SD_HeavyMetal
SD_LAFunkrock_CenterA
SD_LAFunkrock_CS
SD_LAFunkrock_RS
SD_Maple_CenterA
SD_Maple_RS
SD_Metal-CenterA
SD_Metal-CS
SD_Metal-RS
SD_ShallowBrass-Center
SD_ShallowBrass-CS
SD_ShallowBrass-RS
SD_ShallowWood-CenterA
SD_ShallowWood-CS

SD_ShallowWood-RS
SD_SteelSnare_Center
SD_SteelSnare_CS
SD_SteelSnare_RS
SD_SteelSnare2-Center
SD_SteelSnare2-CS
SD_SteelSnare2-RS
SD_Studio_CenterA
SD_Studio_CS
SD_Studio_RS
SD_Vintage
EDRM_SD-HipHopcp1
EDRM_SD-Techno1Cp
SD_SynthSnare
SD_LoFiSnare
SD_HipHopSnare

TOM
TOM_Brush-Hi
TOM_Brush-Lo
TOM_HeavyMetal-Hi
TOM_HeavyMetal-Low
TOM_HeavyMetal-Mid
TOM_LAFunk_Hi
TOM_LAFunk_Low
TOM_LAFunk_Mid
TOM_Maple_Hi
TOM_Maple_Low
TOM_Maple_Mid
TOM_Metal-Hi
TOM_Metal-Low
TOM_Metal-Mid
TOM_Studio_Hi
TOM_Studio_Low
TOM_Studio_Mid
TOM_Vintage-Hi
TOM_Vintage-Low
TOM_Vintage-Mid
EDRM_Simmons_Tom1Cp-Hi
EDRM_Simmons_Tom1Cp-Low
EDRM_Simmons_Tom1Cp-Mid
EDRM_Simmons_Tom1Cp
EDRM_Tom-Techno1-Hi
EDRM_Tom-Techno1-Low
EDRM_Tom-Techno1-Mid
EDRM_Simmons_Kick1Cp
EDRM_Simmons_Snare1Cp

CYMBALS
CYM_China
CYM_Crash1
CYM_Crash2
CYM_Ride-MetalPingA
CYM_Ride1-BellA
CYM_Ride1-BowA-0
CYM_Ride1-BowA
CYM_Ride2-BellA
CYM_Ride2-Bow
CYM_Ride2-CrashEdge
ECYM_808Cymbal
ECYM_Ride-Simmons1
ECYM_Simmons_Crash1cp
ECYM_Techno_CrashChinaElec
ECYM_SimmonsRide

HI HAT
CYM_HH1-Closed-0
CYM_HH1-Closed-1
CYM_HH1-Foot-0
CYM_HH1-Foot-1
CYM_HH1-Open-0
CYM_HH1-Open-1
CYM_HH2-Closed
CYM_HH2-Foot
CYM_HH2-Open
CYM_HH3-Closed
CYM_HH3-Foot
CYM_HH3-Open
ECYM_HH-Foot
ECYM_HHClosed4
ECYM_HipHopHHClsd1
ECYM_HipHopHHOpen1
ECYM_SimmonsHHOpen03
ECYM_Techno_ClsdHH2cp
ECYM_Techno_OpenHH1Cp

PERCUSSION
PERC_Agogo-Large
PERC_Agogo-Small
PERC_Bongo-Large
PERC_Bongo-Small
PERC_Cabasa
PERC_Clave
PERC_Conga-Slap
PERC_Conga

PERC_Cowbell_Open
PERC_Cowbell-
Mute2Open
PERC_Guiro
PERC_Marcas
PERC_Quica-Down
PERC_Quica-Hi_tone
PERC_Shaker
PERC_Sleighbells
PERC_Small
PERC_Surdo
PERC_Tambourine-Slap
PERC_Timbale-Hi
PERC_Timbale
PERC_Triangle-Mute
PERC_Triangle-
Mute2Open
PERC_Triangle-Open
PERC_Tumba-Open-Slap
PERC_Tumba-Slap
PERC_Tumba
PERC_Vibraslap
PERC_Whistle-Long
PERC_Whistle
PERC_Woodblock-Lo
PERC_Woodblock
EPERC_808claps
EPERC_808Conga
EPERC_808Cowbell
EPERC_BigClap
EPERC_Bleep
EPERC_FilterSnap
EPERC_Kling
EPERC_Ping
EPERC_Punch
EPERC_PsychoRainstick
PERC_BigDrum
PERC_CongaTumba
BD_ElectroKick
EPERC_DigitalChimes
EPERC_Bass-SlapPhrase3

KEYBOARD SOUNDS
AC Bass
Synth Bass 1
Synth Bass 2
Synth Bass 4

Synth Bass 3
Synth Bass 5
Slap Bass
Strut Guitar
Distorted Guitar
Wah Wah
Muted Stock
Distorted Stock
Crunch Guitar
Acoustic Piano
Ep1
Horn Section
Organ 1
Organ 2
Synth 1

KITS
Maple
Funk 1
Studio
Hip Hop
Metal
Simmons
Jazz
Latin Percussion
LA Funk Rock
Techno
User Kit

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MIDI IMPLEMENTATION CHART

O: YES   X: NO

	Function	Transmitted	Recognized	Remarks
Basic	Default	10CH	1-16	Memorized
Channel	Changed	X	1-16 each	
Mode	Default	Mode 3	Mode 3	
	Messages	X	X	
	Altered	**************	X	
Note Number	True Voice	0–127	0–127	
		**************	0–127	
Velocity	Note ON	O (99H, V=1–127)	O (9nH, V=1–127)	
	Note OFF	O (89H, V=0)	O (8nH, V=0) or 8nH	
Aftertouch		X	X	
Pitch Blend		X	O	
Control Change	0, 32	X	O	Bank Select
	1	X	O	Modulation
	5	X	O	Portamento Time
	6	X	O	Data Entry
	7	X	O	Volume
	10	X	O	Pan
	11	X	O	Expression
	64	X	O	Sustain
	65	X	O	Portamento
	66	X	O	Sostenuto
	67	X	O	Soft Pedal
	80, 81	X	O	DSP TYPE
	91, 93	X	O	DSP DEPTH
	100, 101	X	O (*1)	RPN LSB, MSB
	121	X	O	Reset all Controllers
Program Change		O 0-10	O 0-127	
	True member		0-127	
System Exclusive		X	X	
System	:Song Position	X	X	
Common	:Song Select	X	X	
	:Tune	X	X	
System	:Clock	X	X	
Real Time	:Commands	X	X	
Aux	:Local ON/OFF	X	X	All Notes OFF is sent as
Messages	:All Notes OFF	X	O	All Sound OFF (CC# 120)
	:Active Sense	X	X	
	:Reset	X	O	

*1: Registered parameter number: #0: Pitch sensitivity, #1: Fine tuning, #2: Coarse tuning

Model 1: OMNI ON, POLY
Mode 2: OMNI ON, MONO
Mode 3: OMNI OFF, POLY
Mode 4: OMNI OFF, MONO

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SPECIFICATIONS

Pads	7 drum pads with touch response and two pedals for bass drum and hi-hat
Sounds	170 drum voices
Drum Kits	10 Preset kits, 1 User kit
Songs	10 Preset songs, 1 User song
Overall Controls	Tempo, Main Volume
Metronome	Voice, Click or Light
Connections	9V adapter, head phones, USB to host (MIDI IN/OUT), aux input, stereo out, serial pin connector
Dimensions	37" (H) x 27" (W) x 10" (L)
Weight	37 lbs
Power Supply	9V adapter
Accessories	Drum sticks, drum key, velcro cable straps, user manual

WARRANTY

Ninety (90) Days Limited Warranty
Subject to the limitations set forth below, Simmons hereby represents and warrants that the components of this product shall be free from defects in workmanship and materials, including implied warranties of merchantability or fitness for a particular purpose, subject to normal use and service, for ninety (90) days to the original owner from the date of purchase.

Retailer and manufacturer shall not be liable for damages based upon inconvenience, loss of use of product, loss of time, interrupted operation or commercial loss or any other incidental or consequential damages including but not limited to lost profits, downtime, goodwill, damage to or replacement of equipment and property, and any costs of recovering, reprogramming, or reproducing any program or data stored in equipment that is used with Simmons products. This guarantee gives you specific legal rights. You may have other legal rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

Simmons
P.O. Box 5111
Thousand Oaks, CA 91359-5111

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Made in China
1512-1546344

FCC Statements
1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a different circuit.
• Consult an experienced radio/TV technician for help.

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